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Elder Memory

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The following is based on *The Witcher Thursdays* and may contradict Andrzej Sapkowski's works or R. Talsorian Games' official *The Witcher Role-Playing Game* line.

Elder Memory is an ancient ability that allows some elves to remember much more than a casual person.

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History

Untold ages before the elvendom mixed and divided into modern cultures such as the Aen Seidhe and the Aen Elle there existed a branch of the species possessing the gift of the Elder Memory. Serving as the living chronicle of the elven civilisation, these individuals became the first Aen Saevherne – the order of the Knowing Ones.

At one point after arriving in the Continent, the elves established breeding programs to recover sets of genes responsible for Elder Blood and Elder Memory. The latter was cultivated primarily among the Aen Ghele,[1] eventually achieving individuals able to remember their lives in vivid, neverfading detail.[2]

By the time the Age of Migration neared an end, the stagnation made the elves stop taking care about ancient gifts, which ultimately proved fatal when centuries later they faced the dynamic and flexible Nordlings.[1]

Known carriers

- Glarwyr
- Winter Queen

Notes

The concept of Elder Memory, albeit not named as such yet, first appeared in *The Mourner of Chernushko's Ring* resource for *The Witcher Thursdays*. It was named and expanded upon in the *Aen Ghele* resource by Mikołaj "SMiki" Skrzyński, albeit he's not proud of the name.

References

External links

Genetic memory on Dune Wiki